

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / BAND CHANT



**Team Name** Whitley County  
**Game Day Large** \_\_\_\_\_  
**Division** \_\_\_\_\_ **Judge No.** \_\_\_\_\_

Band Chant (25)		Points	Score
<i>Game Day Material &amp; Crowd Effectiveness</i> Ability to engage the crowd Practical & relevant to the Game Day environment		5	4
<i>Motion Technique</i> <i>motions should be sharper - lots of bouncing</i> Precision, sharpness, placement, & synchronization of motions		5	3.6
<i>Crowd Leading Tools</i> <i>sync off in signs / flags</i> Proper use of signs, poms, megaphones & flags Sharpness & synchronization		5	3.6
<i>Formations &amp; Spacing</i> Crowd coverage & precise spacing Execution of formations & transitions		5	3.6
<i>Visual Appeal</i> Creative movements and musicality Use of level changes, ripples, & other techniques		5	3.5
Overall Impression (5)		Points	Score
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)		5	3.6
<b>Total</b>	<b>Possible</b>	<b>30</b>	21.9

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / CROWD LEADING



**Team Name** Whitley County  
**Division** Game Day Large
**Judge No.** \_\_\_\_\_

Crowd Leading (35)		Points	Score
<i>Game Day Relevance of Situational Sideline Proper response to the sideline cue</i>		5	5
<i>Motion Technique Sharpness, placement, &amp; synchronization of motions</i>		5	4.1
<i>Crowd Leading Tools Proper use of signs, poms, megaphones &amp; flags Sharpness &amp; synchronization</i>		5	4.0
<i>Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response</i>		10	8.8
<i>Effectiveness &amp; Execution of Skills Incorporated Clean &amp; crowd effective skills relevant to Game Day environment Technique, stability, synchronization &amp; spacing</i>		10	8.6
Overall Impression (5)		Points	Score
<i>Leadership to engage &amp; connect with the crowd Genuine school spirit &amp; energy; crowd focused Transitions between Game Day components (minimal &amp; clean)</i>		5	4.1
<b>Total</b>	<b>Possible</b>	<b>40</b>	34.6 ✓

Synch a careful on timing Good use of levels Watch ending positions  
 Good use of floor  
 Hit sign position to where crowd can read + respond.  
 Watch Vs.

# UNIVERSAL CHEERLEADERS ASSOCIATION

## GAME DAY / FIGHT SONG



**Whitley County**  
**Game Day Large** \_\_\_\_\_  
 Team Name \_\_\_\_\_  
 Division \_\_\_\_\_ Judge No. \_\_\_\_\_

Fight Song (25)	Points	Score
<i>Game Day Material &amp; Crowd Effectiveness</i> <i>Ability to engage the crowd</i> <i>Practical &amp; relevant to the Game Day environment</i>	5	5
<i>Motion Technique</i> <i>Precision, sharpness, placement, &amp; synchronization of motions</i>	5	3.9
<i>Crowd Leading Tools</i> <i>Proper use of signs, poms, megaphones &amp; flags</i> <i>Sharpness &amp; synchronization</i>	5	4.0
<i>Formations &amp; Spacing</i> <i>Crowd coverage &amp; precise spacing</i> <i>Execution of formations &amp; transitions</i>	5	4.2
<i>Effectiveness &amp; Execution of Skills Incorporated</i> <i>Clean &amp; crowd effective skills relevant to Game Day environment</i> <i>Technique, stability, synchronization &amp; spacing</i>	5	3.8
Overall Impression (5)	Points	Score
<i>Leadership to engage &amp; connect with the crowd</i> <i>Genuine school spirit &amp; energy; crowd focused</i> <i>Transitions between Game Day components (minimal &amp; clean)</i>	5	3.9
<b>Total</b>	<b>Possible</b>	<b>30</b>
		24.8 ✓

Inconsistent motion placement 1/2 high v's. Watch wide claps  
 Keep genuine energy & spirit throughout  
 For next start. Bases stay close together and stand up fast. Top  
 girls keep your feet together in sparse. Keep voices up in call back.

# Universal Cheerleaders Association Point Deduction Sheet



Title of Competition \_\_\_\_\_

Team Name \_\_\_\_\_

Division \_\_\_\_\_

**Whitley County  
Game Day Large**

ST  
PY  
T  
RT/ST  
J

0 - :15 Seconds											

ST  
PY  
T  
RT/ST  
J

:15 - :30 Seconds											

ST  
PY  
T  
RT/ST  
J

:30 - :45 Seconds											

ST  
PY  
T  
RT/ST  
J

:45 Seconds - 1 Minute											

ST  
PY  
T  
RT/ST  
J

1:00 Minute - 1:15											

ST  
PY  
T  
RT/ST  
J

1:15 - 1:30											

ST  
PY  
T  
RT/ST  
J

1:30 - 1:45											

ST  
PY  
T  
RT/ST  
J

1:45 - 2:00											

Legend		
ST	- Partner Stunt	.5
PY	- Pyramid	
T	- Basket Toss	
RT/ST	- Tumbling	
J	- Jumps	
	AF - Athlete Fall	.5
	BF1 - Minor Building Fall	1.0
	BF2 - Major Building Fall	2.0
	PF - Pyramid Fall	3.0

ST  
PY  
T  
RT/ST  
J

2:00 - 2:15											

ST  
PY  
T  
RT/ST  
J

2:15 - 2:30											

Overtime Deduction	
1 - 5	(1.0)
6 +	(2.0)

ST  
PY  
T  
RT/ST  
J

2:30 - 2:45											

X  
BF1

ST  
PY  
T  
RT/ST  
J

2:45 - 3:00											

Total Time: 2:39

Music Time: \_\_\_\_\_

Time Deduct: 0

x 0.5	_____	=	_____
x 1.0	<u>1</u>	=	<u>1.0</u>
x 2.0	_____	=	_____
x 3.0	_____	=	_____

Point Deduction Total : 1.0



# RULES VIOLATIONS

**Whitley County  
Game Day Large**

TEAM NAME \_\_\_\_\_

DIVISION \_\_\_\_\_

BOW				<input type="checkbox"/> (.25)
BOUNDARY VIOLATIONS College & NHSCC ONLY			_____ x (0.5)	
PROP VIOLATIONS				<input type="checkbox"/> (0.5)
UNSPORTSMANLIKE BEHAVIOR			_____ x (1.0)	
EXCESSIVE CELEBRATION / TEAM INTRODUCTIONS			_____ x (1.0)	
GAME DAY FORMAT VIOLATION			_____ x (1.0)	
RULE INFRACTION	WARNING	CATEGORY	PAGE #	(2.0 or 3.0)
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
_____	<input type="checkbox"/>	_____	_____	_____
TOTAL SAFETY INFRACTION:				_____
RULES DEDUCTION				<del>0</del>